SEGA

ASTAL

SEGA SATURN

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OFFICIAL
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SEAL OF
QUALITY
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KIDS TO ADULTS
K·A
AGES 6+

81019

# ❧ Contents ❧

≋ Astal's Tale ≋

My story begins on a world that's different from your Earth. This is the legend of the beginning of the world Quartalia.

Quartalia was created by our goddess, Antowas. Out of precious gems she made the land and sea, the mountains and the trees. And finally, from her last two jewels she created us. From a green jewel, Antowas created Leda, who has the power to make things live on Quartalia. From a red jewel, she created me, and made me really strong and powerful so I could keep Leda safe. Leda and I are as different as night and day. Leda is gentle and sweet and could never hurt anybody. I have a short temper, and sometimes I overdo things. That's what happened this time.

Unknown to us, the demon Jerado had been watching Antowas work. He wanted to rule a world all his own, but his powers weren't as strong as Antowas', and he didn't have the strength to make his own world. Instead he plotted to take over Quartalia, and change it the way he liked.

Exhausted from her work, Antowas fell asleep. That's when Jerado made his move. The first part of his plan was to get rid of Leda and me, and he created a powerful warrior named Geist to do the dirty work. One day, while I was taking a nap, Geist stole Leda away. I searched and searched, and I tore Quartalia apart looking for her. I finally found her, trapped in a crystal on the bottom of the sea.
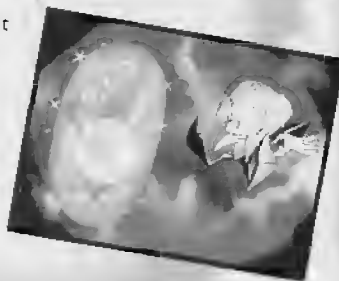
Once I rescued Leda, I thought things could get back to normal, but the ruckus I caused woke Antowas up. When she saw the mess I'd made, boy, was she angry! When Leda found out about my punishment, she was heartbroken, and gave her green jewel to me to keep. Then Antowas sent me to Quartalia's moon, where I would stay out of trouble. Finally, Antowas used up the rest of her power to deal with Jerado, then fell into another deep sleep....
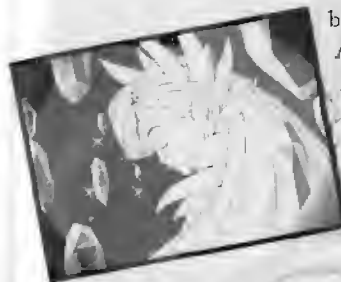
Now Jerado was out of the action, but Geist was still free. One day, from my prison on the moon, I saw him capture Leda again! This was too much! I destroyed my prison, broke my chains and headed back to Quartalia.

Nothing in the world means more to me than Leda—nothing! I will find her. I will find the one who took her, and I will deal with him! It's only a matter of time.
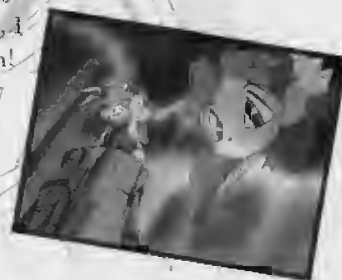
Quartalia has changed. The demon Jerado has transformed it somehow, and none of the creatures who now live here are friendly. Except for this bird I rescued, who for some reason, just won't leave me alone....
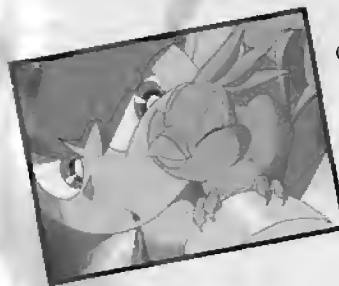
≈ Starting Up: ≈ Using The Sega Saturn

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

   Note: Astal™ is for one or two players.
   Astal should not be played using the Sega Saturn 6 player.

2. Place the Astal disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

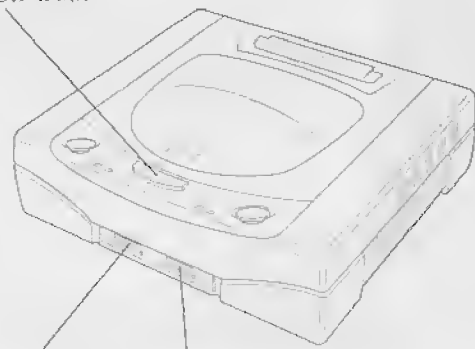4. If you wish to stop a game in progress, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.
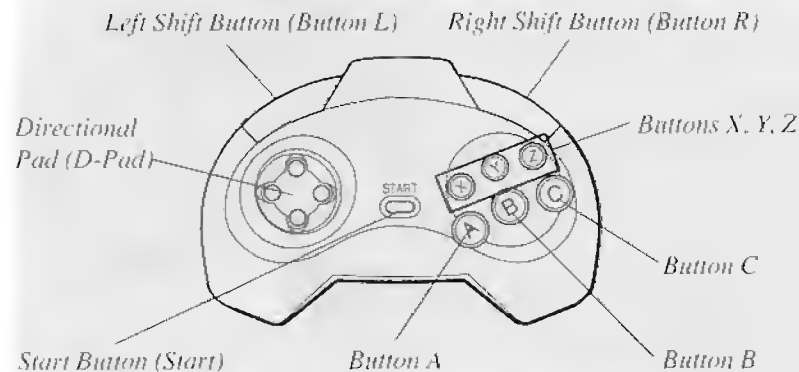
Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Open CD Door

Control Pad 1   Control Pad 2

≈ Take Control! ≈

Left Shift Button (Button L)   Right Shift Button (Button R)

Directional Pad (D-Pad)

Buttons X, Y, Z

Button C

Start Button (Start)   Button A   Button B

Player 1 (1- or 2-player Game)

D-Pad
- Move Astal across the screen
- Press DOWN to make Astal duck
- Press UP to make Astal take a deep breath. Use with Button B to perform a Breath Attack (See page 8)
- Press LEFT or RIGHT to change selections on Option screen

Start
- Start the game
- Pause game; resume a paused game
- Exit Option screen and Controller Setting window
- Skip past story sequences

Button A
- Call Bird to perform the function shown on screen icon (See page 12 for details)

Button B
- Make Astal attack
- Make Astal pick up large items; throw items being carried
- Use with D-Pad to make Astal perform a Breath Attack (See page 8)

Button C
- Make Astal jump

Note: These are the default settings for Buttons A, B and C. To change the button functions, see page 8.

For a detailed explanation of what the following buttons do, see page 12.

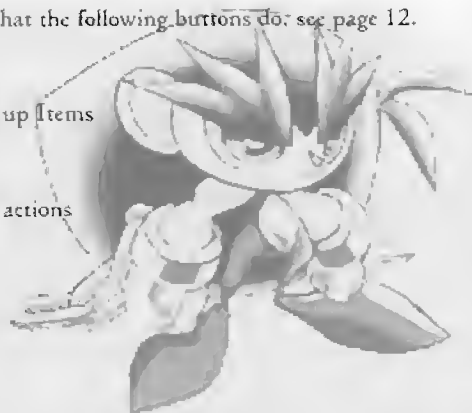**Button X**
- Make Bird search for/pick up Items

Button Y
- Make Bird perform special actions

Button Z
- Make Bird attack

Shift Button L, R
- Cycle through Bird icons

Player 2 (2-player Game)

D-Pad
- Move Bird around the screen

Start
- Pause game; resume play when paused

Button A
- Make Bird rest on Astal's shoulder

Button B
- Make Bird attack
- Press and hold to make Bird perform a special attack

Button C
- Press and hold to make Bird peform a High Speed Flight Attack

Buttons X, Y, Z, L, R
- Not used

Note: These are the default settings for Buttons A. B and C. To change the button functions, see page 8.

ᗧᗡ Getting Started ᗡᗧ

After the Sega logo, you'll see the introduction to Astal's story. Wait a moment for a demonstration of the game.

Press Start at any time to bring up the Title screen, and press again to see the main menu. Press the D-pad UP or DOWN to highlight GAME START or OPTION. and press Start to enter your choice.

Your Options

Press the D-Pad UP or DOWN to select an option, and press LEFT or RIGHT to change the option. To leave the Option screen. press Start. or select EXIT and press Button A or C.

Music Mode: Select mono or stereo sound.

SE Mode: Play the sound effects from the game. Press the D-Pad LEFT or RIGHT to select a track. and press Button A or C to play the sound.

Sound Mode: To play the background music from the game. follow the procedure for SE Mode. The music track must be stopped before you can choose a new track or exit Sound Mode. To stop the music. press Button B.

BGM Balance: The more bars appear on this gauge. the louder the background music is in relation to the sound effects.

Lives: Set the number of Lives you want to start the game with. Choose from 1 to 5 Lives.

Controller Settings lets you change the controls on your Control Pad. Select this option and press Button A or C to bring up the Controller Setting window. Press the D-Pad UP or DOWN to select an option.

NPC Support (1-player game only): Lets the Bird show you what can be done at certain points in the game through bird icon. Turn the Support mode OFF to add an extra challenge to your game. Press the D-Pad LEFT or RIGHT to toggle between ON and OFF.

Configuration: Configure the button functions on your Control Pad. Press LEFT or RIGHT to select the Control Pad for Player 1 or Player 2. Press Button A or C to cycle through the six button configurations.

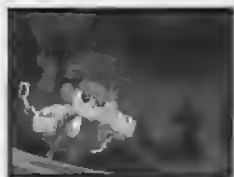To close the Controller Settings window, press Start, or select EXIT and press Button A or C.

Special Moves

Astal's Actions

Throw: Get right in front of your opponent, and press Button B to throw him over your head.
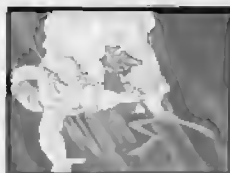
Dash: Press the D-Pad TWICE LEFT or TWICE RIGHT and HOLD to dash in those directions. In the middle of a dash, press Button B for a powerful attack!

Breath Attack: Press and hold the D-Pad UP to take a deep breath. Then press Button B. You'll really blow your enemies away with this move.
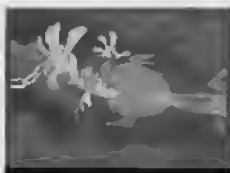
Jump: Use your enemies as trampolines! Press Button C to jump on top of your enemies, and hold Button C to jump repeatedly. This stuns your enemy for a moment. This move is also handy for getting at hard-to-reach items, or jumping across wide chasms.
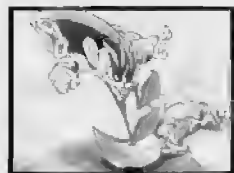
Midair Attack: Press Button C to jump, and while in the air, press Button B for an overhead fist attack.
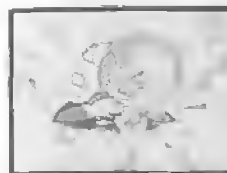
Ground Attack: Hold the D-Button DOWN and press Button B. You'll find this ground-shaking attack useful in many situations.

Pick Up and Throw Large Objects: As Astal, you are incredibly strong and can pick up things like trees and boulders. (You never know when a good boulder will come in handy.) While holding the D-Pad in the direction of the object, press Button B to pick the object up. Press the D-Pad LEFT or RIGHT to carry the object around, and press Button B to throw the object you are carrying.
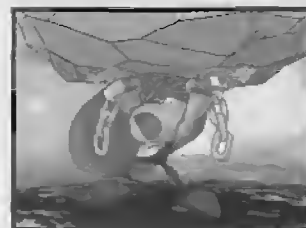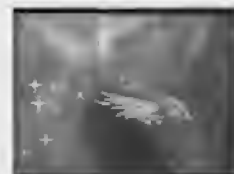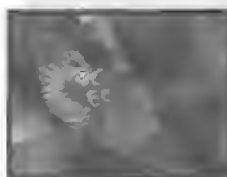
Bird Moves

**Regular Attack:** Tap Button B repeatedly to strike at the enemy with wings and beak.
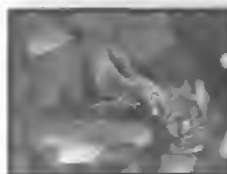
Dash: Press the D-Pad TWICE LEFT or TWICE RIGHT and HOLD for a quick burst of speed in those directions.

Arrow Attack: Face your enemy, then press and hold Button B to build up your momentum. Release Button B to attack.

High Speed Flight Attack: Fly directly above an enemy, then press and hold Button C to attack. Press the D-Pad LEFT or RIGHT to guide your attacks.
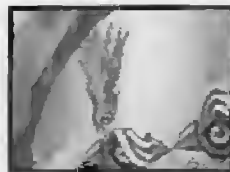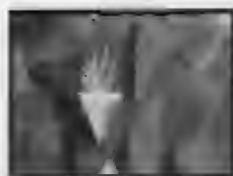

Rest: When your Health Meter gets low, press Button A to rest on Astal's shoulder. He will give you one of the fruits from his Health Meter to replenish yours. Don't rest too long, or the game goes back to 1-player mode.

Combination Attack (2-player game only)

 +

Player 1 (Astal) performs a **Breath Attack**.

At the same time, from just behind Astal, Player 2 performs a **High Speed Flight Attack**. Press the D-Button in the direction of Astal.
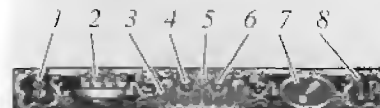

If you time it right, the moves combine in a powerful ricocheting attack that damages all enemies on screen.
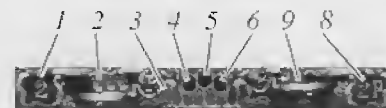
Note: All button functions in the moves listed are the default functions. See page 8 to change button functions.

◈ Screen Signals ◈

1-Player Game	2-Player Game

1. **Lives Remaining:** When Astal's Health Meter runs out, he loses a Life and he is returned to the beginning of the stage. When he runs out of Lives, the game ends.

2. **Astal's Health Meter:** Each time Astal takes damage, one fruit vanishes from the meter. Replenish the meter by picking up Fruit items. (See page 12)

3. **Combined Power Gauge:** This shows the power available for Bird moves and Combination Attacks. Fill this gauge by attacking enemies that carry Karma Balls. Karma is used up with each special action the Bird performs. The fuller the Karma Gauge, the more powerful the action or the more actions can be performed.

4. **Item Crystal** (1-player game only): This crystal flashes when there is an item nearby that the Bird can pick up.*

5. **Action Crystal** (1-player game only): This crystal flashes when there is a special action that the Bird can perform.

6. **Attack Crystal** (1-player game only): This crystal flashes when the time is right for the Bird to attack.*

> * If the Support feature is shut off in the Option screen, this signal does not work. (See page 8 for details.)

7. **Bird Icon** (1-player game only): Shows the current action the Bird can perform. For a detailed explanation of actions, see page 12.

8. **Play Mode:** Indicates a 1-player or 2-player game.

9. **Bird's Health Meter** (2-player game only): A fruit disappears from this meter each time the Bird takes damage. When the meter runs out, both players are returned to the beginning of the stage.

Bird Icons

During a 1-player game, this icon shows the current actions that the Bird is capable of performing when you press Button A. These icons appear and change automatically depending on what is happening close by: however the Bird's actions can also be selected. Press Button L or Button R to cycle through the Bird Icons at the right of the screen, and press Button A to perform the action shown. However, this doesn't always work—for example, you can't get the Bird to bring Astal an Item if there aren't any Items around.

Rest: The Bird is out of Karma, and rests on Astal's shoulder.

Attack: The Bird can perform an attack.

[!]: The Bird delivers a warning or has a special move to perform.

Item Search: The Bird finds and delivers an Item to Astal. Press Button A again to get the Bird to drop the item.

[X]: This icon appears in place of Astal's Health Meter when he is in grave danger. Only the Bird can save him!

Items

Red Fruit restores one fruit to Astal's Health Meter.

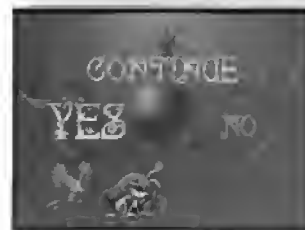**Green Fruit** completely fills Astal's Health Meter.

1UP fills Astal's Health Meter and Comined Power Gauge, and gives you an extra Try.

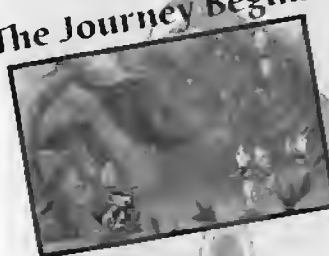**Power Star** fills up your Combined Power Gauge.

The End?

The game ends when Astal runs out of Lives. When the Continue screen appears, choose YES to continue play at the beginning of the stage where you left off, or select NO to return to the beginning of the game. You have two Continues.
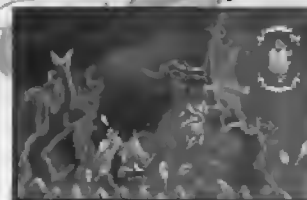
Astal's Adventures

The Journey Begins

Into the Darkness

The Evil Eye

The Deep Forest

The River of Dreams

The Forest Fiend

Volcanic Valley

Guardian of Fire

Sea of Clouds

The Behemoth

Glacial Rift

The Crystal Palace

Frostbite!

The Plains of Destiny

Destiny Unfolds

The Adventure Continues!

≋ Hints ≋

- Watch the opening credits for clues on how to defeat the Bosses.

- Pound the ground to subdue enemies or knock them down from high places.

- Flaming enemies are easily defeated once they are no longer too hot to handle.

- When traveling through the Plains of Destiny, walk carefully between the feet of the Megapedes or they will panic and stomp all over you.

- Hidden in each stage are glittering Power Stars that will completely power up the Combined Power Gauge. Give the ground a few hard whacks, then look around and see if you can find them.

❧ Credits ❧

Producer
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Assistant Producer
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Product Manager
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Voice Actor
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Voice Producer
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Translator
Osamu Shibamiya

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Gregg Vogt

Assistant Leads
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Steve Wong

Testers
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Blair Bullock
Tim Turner
Nicole Tatum
Lorne Asuncion
Chris Colon
Steve Rapp
Kim Rogers
Arnold Feener
Eric Molina
Tim Spengler
Jeff Hedges
Ed Riel
Niel Musser

Manual
Wendy Dinsmore

16

SEGA SATURN

BUG!

"BUG! KNOWS ACTION!"

Meet BUG!, the hottest new 3-D action hero with a little talent, a bit of style and a big dose of ego. This is his big break! A starring role in a major motion interactive game.

The plot: Vicious widow Queen Cadavra has nabbed all his pals. BUG! has to save them before she eats them for lunch!

Critics are raving...

"fabulously rendered 3D characters. Real-time 3D scenarios. Awesome play mechanics. Even a stunt BUG!"
Squeak Previews

"6 acts, 18 totally infested stages. Stink bugs, beetles, spiders, bees! You'll want to shave off half your hair and set the other half on fire!"
Rolling Flea

"Straight from the pooch's back to you. A flea-blown actor takes the role of the baddest superhero on Sega Saturn ... But can he act?"
Worm Digest